

**CLAIM AMENDMENTS**

1. (Currently Amended) A method for reviewing operation of software objects of a computer program, definitions of the software objects being stored in a library, the definitions including methods of the objects and formal parameters for the methods, the method comprising the acts of:

receiving from a user an indication of an object defined in the library to be exercised;

receiving an indication of whether the object is to be created or already exists in an object store because the object was previously instantiated;

when the object is to be created, instantiating an the object for review based on the definition of the object stored in the library and adding that object to the object store;

retrieving from an input dialog a selected method for exercising the instantiated object, the input dialog identifying methods of the object based on the definition of the object stored in the library;

obtaining an actual parameter corresponding to formal parameters specified in the definition of the object stored in the library for use in exercising the instantiated object; and

~~exercising invoking the instantiated object with the~~ selected method of the instantiated object using the actual parameter so that the operation of the software object is reviewed; and

when the invoked method creates another object, adding that object to the object store so that a user can review the operation of that other object.

2. (Previously Presented) The method of claim 1 wherein the library is a type library.

3. (Cancelled)

4. (Currently Amended) The method of claim 1 wherein the library is a type library and the act of obtaining comprises:

displaying an input dialog for a user to choose parameters using information stored in the type library.

5-11. (Cancelled)

12. (Currently Amended) A method for creating a log record of a plurality of COM objects exercised by methods and parameters associated with each of the COM objects, the method comprising:

parsing COM object information into methods and parameters for each COM object;  
storing the methods and parameters in a library store;

detecting an input selection indicating an object to be exercised;

receiving an indication of whether to create a new instance of the object or to use an existing instance of the object that is stored in an object store;

when a new instance of the object is to be created, creating an instance of the object to be exercised and adding the new instance of the object to the object store;

getting the method and parameters chosen for use with the method to exercise the instance of the object;

invoking the method with a chosen parameters to exercise the instance of the object to be exercised; and

when the invoked method creates an instance of another object, adding that instance to the object store so that the instance of the other object can be exercised based on an input selection;

logging the result of the exercising the instance of the object; and

repeating the detecting, creating, getting, invoking, determining, and logging acts to create a log record of the plurality of COM objects for use in debugging and adjusting the operation of the COM objects.

13. (Original) The method of claim 12 wherein the library is a type library.

14. (Cancelled)

15. (Currently Amended) The method of claim ~~14~~12 further comprises:  
interpreting operations performed in exercising the instance of the object; and  
generating a result based upon the operations performed.

16. (Currently Amended) A computer-readable storage medium containing instructions for controlling a computer system to test a software object, by a method comprising:

receiving from a user an indication to test an instance of an object;  
when the user indicates to test a new instance of the object that does not exist in an  
object store because of a previous instantiation, instantiating an the object,  
and adding the instance of the object to the object store; and  
exercising the ~~instantiated~~instance of the object by repeatedly:  
displaying to a user a list of methods of the object;  
receiving from the user a selection of a method;  
receiving from the user actual parameters for the selected method; and  
invoking the selected method of the ~~instantiated~~instance of the object  
passing the actual parameters  
determining whether the invoked method instantiates an instance of another  
object, and when it is determined that the invoked selected method  
instantiates another object, adding the instance of the other object to  
the object store so that the instance of the other object can be tested  
until the methods of the ~~instantiated~~instance of the object are tested.

17. (Previously Presented) The computer-readable storage medium of claim 16 including retrieving information from a type library that describes methods of the object.

18. (Previously Presented) The computer-readable storage medium of claim 16 wherein selection of the method and actual parameters are provided by an input dialog.

19. (Currently Amended) The computer-readable storage medium of claim 16 including repeating the instantiating and exercising for the instance of the another object.

20. (Previously Presented) The computer-readable storage medium of claim 16 including logging the selection of the method and the actual parameters.

21. (Previously Presented) The computer-readable storage medium of claim 20 including logging results of the invocation.

22. (Currently Amended) A computer-readable storage medium containing instructions for controlling a computer system to test software objects, each object having methods, each method having one or more formal parameters, by a method comprising:

providing entries that specify an object, whether an instance of the object should be created or chosen from among instances of the object in the object store, a method of the object, and an actual parameter of the method; and

for each entry,

when the entry specifies that an instance of the object is to be created, instantiating the object of the entry specified in the entry, selecting the instance of the object, and storing the instance of the object in an object store;

when the entry specifies that an instance of the object is to choose from among instances of the object in the object store and selecting an instance of the object from the object store;

invoking the method of the entry of the instantiated-selected instance of the object passing the actual parameter of the entry; ~~and~~

when the invoked method instantiates another object, adding the instance of the other object to the object store so that the instance of the other object can be tested; and  
logging results of the invocation.

23. (Previously Presented) The computer-readable storage medium of claim 22 wherein the entries are provided in a file.

24. (Previously Presented) The computer-readable storage medium of claim 22 wherein the entries are provided by a tester via an input dialog during testing of objects.

25. (Previously Presented) The computer-readable storage medium of claim 22 including for an object, retrieving information from a type library that describes methods and their formal parameters of the object.

26. (Previously Presented) The computer-readable storage medium of claim 22 wherein an entry includes multiple actual parameters.

27. (Cancelled)